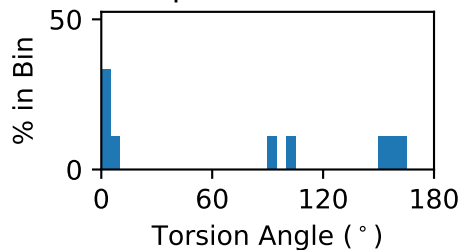
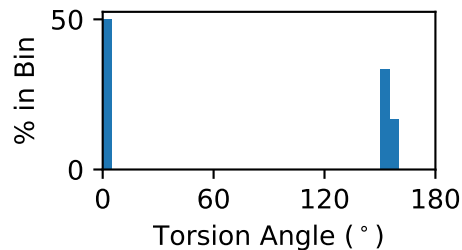


Torsion Pattern 98

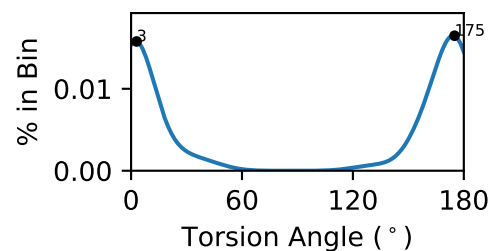
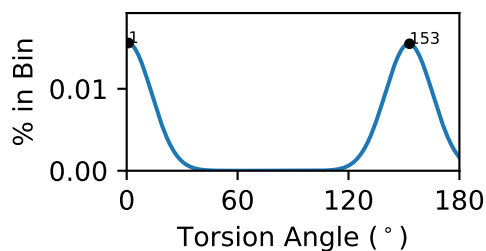
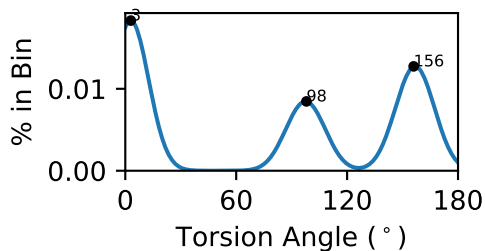
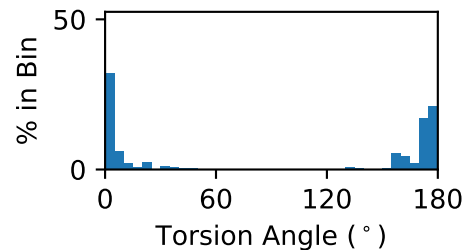
COD Experimental Torsions



COD Conformer Torsions



GFN2 Torsions



O=[C:1][NX3H1:2]!@,-[CX3:3]=[*H1:4]

